

FIGURE 5

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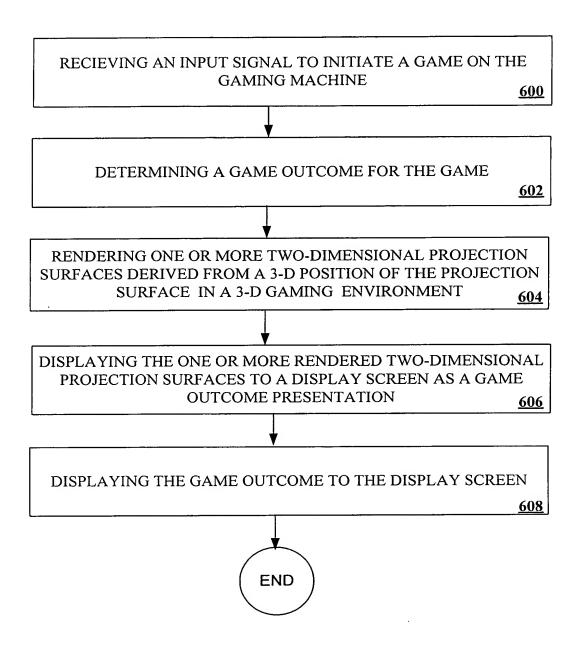


FIGURE 6



SELECTING ONE OR MORE GAME EVENTS IN A GAME OF CHANCE THAT ARE REPRESENTED VISUALLY ON A GAMING MACHINE

<u>700</u>

GENERATING A VISUAL STORYBOARD FOR EACH GAME EVENT 705

GENERATING ONE OR MORE 3-D GAMING ENVIRONMENTS USED TO PRESENT THE VISUAL STORYBOARD FOR EACH GAME EVENT

<u>710</u>

FILMING A SCENE FOR EACH VISUAL STORYBOARD IN ONE OR MORE 3-D GAMING ENVIRONMENTS USING A VIRTUAL CAMERA

<u>715</u>

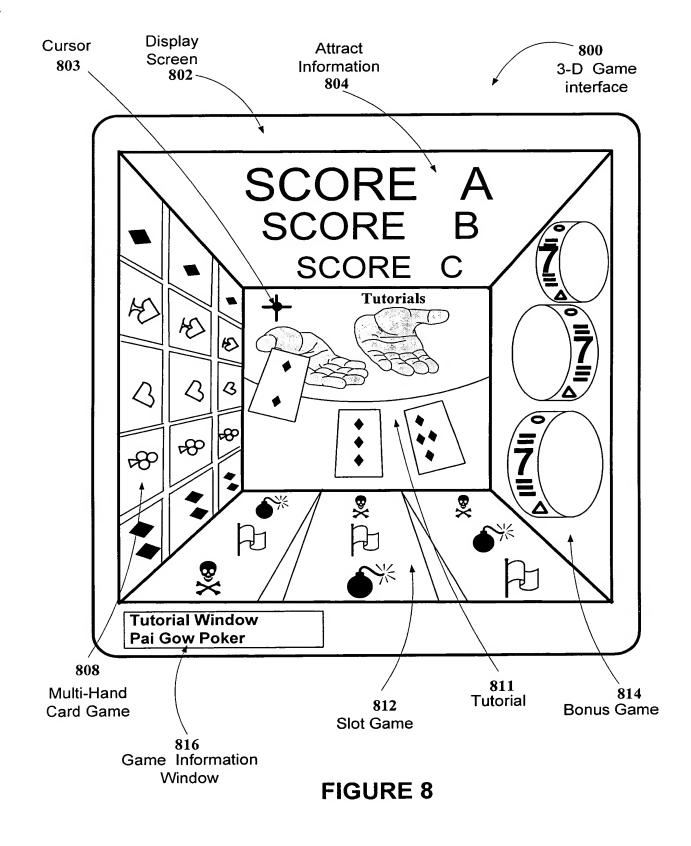
RENDERING THE SCENE COMPRISING ONE OR MORE TWO-DIMENSIONAL PROJECTION SURFACES DERIVED FROM A 3-D POSITION OF THE PROJECTION SURFACE IN A 3-D GAMING ENVIRONMENT 720

END

FIGURE 7



8/19





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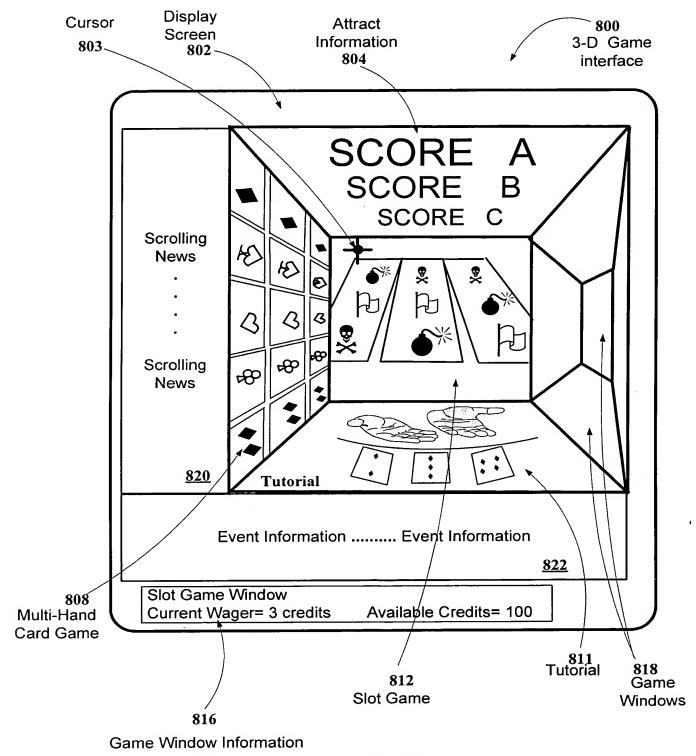


FIGURE 9



GENERATING A 3-D GAME INTERFACE COMPRISING A
PLURALITY OF 3-D GAME WINDOWS ARRANGED WITHIN A 3-D
GAME INTERFACE MODEL
1000

MAPPING GAME WINDOW CONTENT TO EACH OF THE 3-D GAME WINDOWS IN THE 3-D GAME INTERFACE MODEL

1002

RENDERING GAME WINDOW CONTENT SUCH AS A FIRST TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM 3-D POSITION OF THE 2-D PROJECTION SURFACE IN A 3-D GAMING ENVIRONMENT TO EACH GAME WINDOW 1004

RENDERING A SECOND TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM A 3-D POSITION OF THE 2-D PROJECTION SURFACE IN THE 3-D GAME INTERFACE MODEL

1006

DISPLAYING THE SECOND RENDERED TWO-DIMENSIONAL PROJECTION SURFACE TO A DISPLAY SCREEN ON THE GAMING MACHINE 1008

PRESENTING ONE OR MORE GAMES OF CHANCE ON THE GAMING MACHINE USING ONE OR OF THE 3-D GAME WINDOWS 3-D GAME INTERFACE 1010



FIGURE 10



GENERATING A GAME WINDOW WITH A FIRST SIZE ON A DISPLAY SCREEN ON A GAMING MACHINE

<u>1100</u>

RENDERING A TWO-DIMENSIONAL PROJECTION SURFACE
DERIVED FROM A 3-D POSITION OF THE 2-D PROJECTION
SURFACE IN A 3-D GAMING ENVIRONMENT SIZED TO FIT
WITHIN THE GAME WINDOW

1102

DISPLAYING THE TWO-DIMENSIONAL PROJECTION SURFACE IN THE GAME WINDOW ON THE DISPLAY SCREEN

1104

REDUCING THE SIZE OF THE GAME WINDOW TO A SECOND SIZE $\underline{1106}$

RENDERING THE TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM THE 3-D POSITION OF THE 2-D PROJECTION SURFACE IN THE 3-D GAMING ENVIRONMENT SIZED TO FIT WITHIN THE GAME WINDOW WITH THE SECOND SIZE 1108

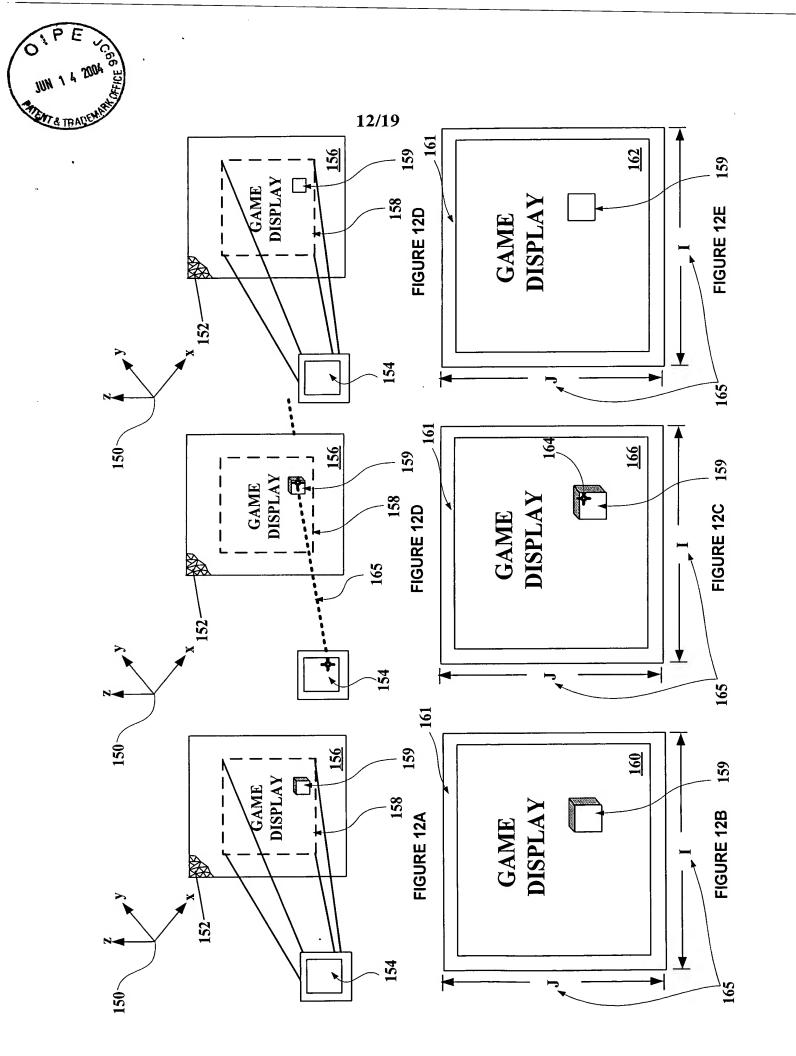
DISPLAYING THE TWO-DIMENSIONAL PROJECTION SURFACE IN THE REDUCED GAME WINDOW ON THE DISPLAY SCREEN 1110

GENERATING ONE OR MORE GAME WINDOWS AROUND THE PERIMETER OF THE REDUCED GAME WINDOWS

<u>1112</u>

DISPLAYING AT LEAST ONE OF GAME INFORMATION, ATTRACT INFORMATION, ENTERTAINMENT CONTENT AND PLAYER PREFERENCE INFORMATION IN THE NEW GAME WINDOWS

END FIGURE 11



GENERATING ONE OR MORE 3-D MODELS OF INPUT BUTTONS IN A 3-D GAMING ENVIRONMENT **1300** SELECTING ONE OR MORE 3-D SURFACES IN THE 3-D GAMING ENVIRONMENT WHERE EACH OF THE 3-D SURFACE INCLUDE AT LEAST A PORTION OF ONE OF THE INPUT BUTTONS RENDERING TWO-DIMENSIONAL PROJECTION SURFACES DERIVED FROM THE 3-D SURFACES IN THE **3-D GAMING ENVIRONMENT** <u>1304</u> DISPLAYING THE RENDERED TWO-DIMENSIONAL PROJECTION SURFACES TO A DISPLAY SCREEN ON THE GAMING MACHINE <u>1306</u> ACTIVATING AT LEAST ONE OF THE ONE OR MORE INPUT BUTTONS MODELED IN THE 3-D GAMING ENVIRONMENT 1308 RECEIVING AN INPUT LOCATION CORRESPONDING TO A LOCATION ON THE DISPLAY SCREEN 1310 GENERATE INPUT LINE <u>1311</u> COMPARING THE INPUT LINE TO SURFACE LOCATIONS OF THE ACTIVATED INPUT BUTTONS IN THE 3-D GAMING **ENVIRONMENT 1312** PERFORM ACTION SPECIFIED BY INPUT **BUTTON** COLLISION DETECTED? **ACTIVE?** BUTTON 1316 <u>1315</u> 1314 \mathbf{N} \mathbf{N} FIGURE 13

END



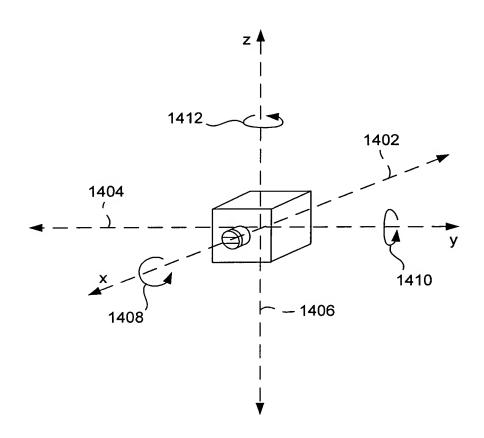
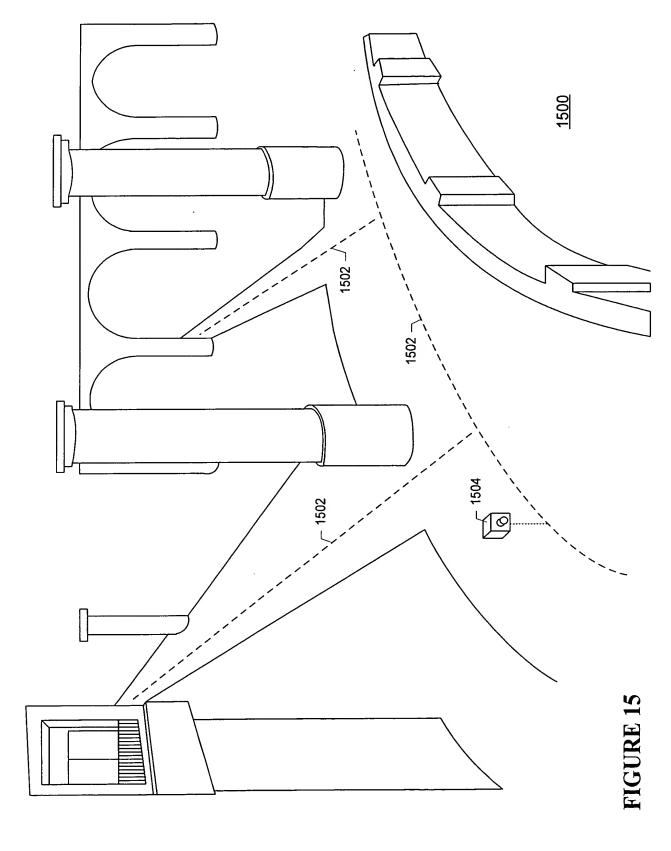


FIGURE 14







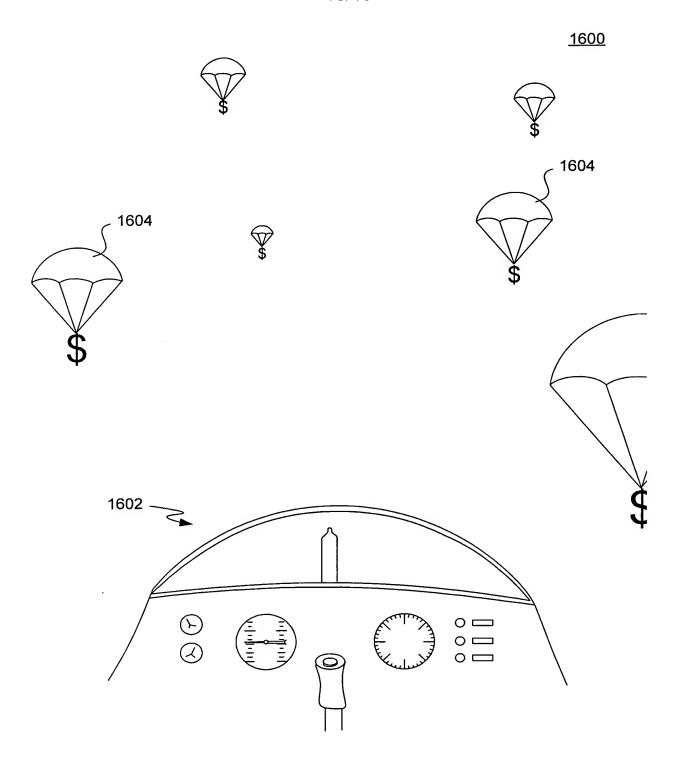
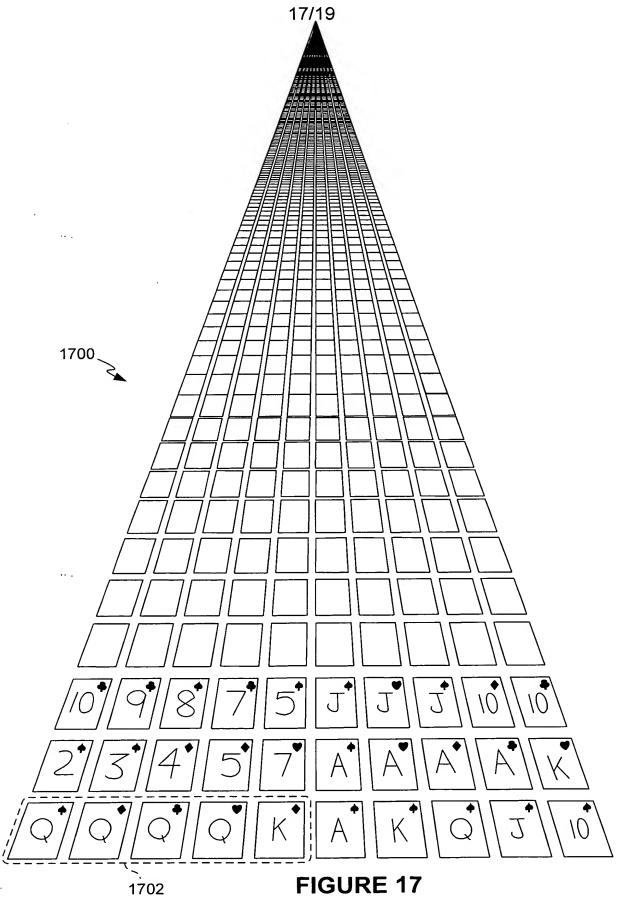


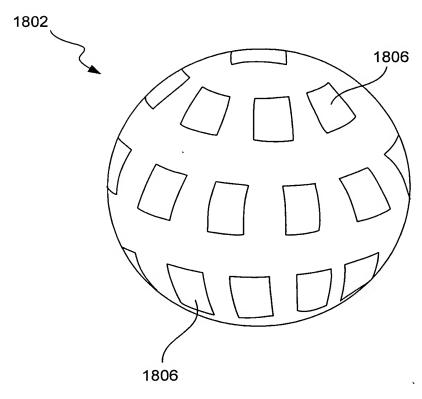
FIGURE 16











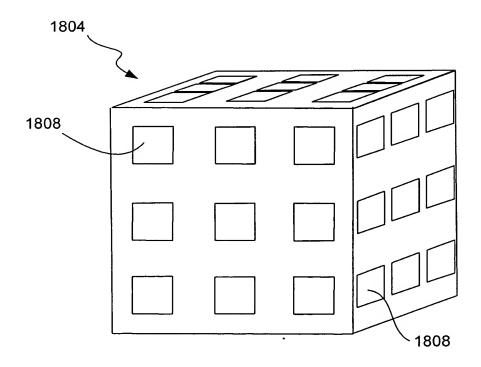


FIGURE 18



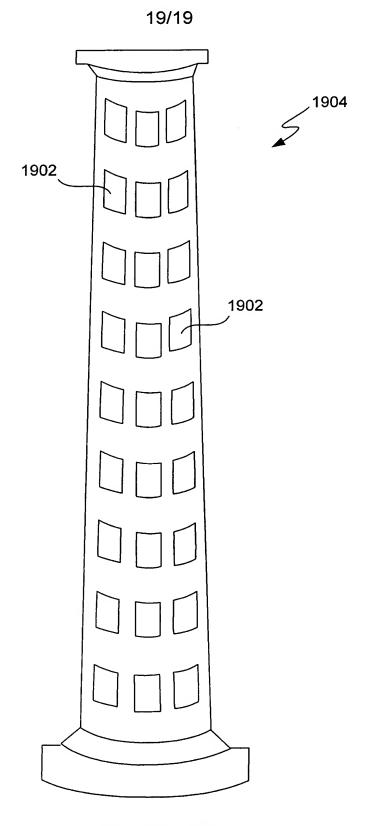


FIGURE 19